

SILENT HILL[®]

ORIGINS

Konami Digital Entertainment, Inc.
2381 Rosecrans Avenue, Suite 200
El Segundo, CA 90245

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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

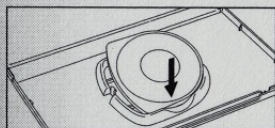
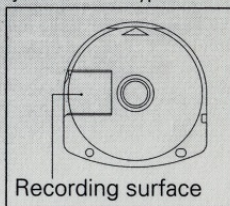
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

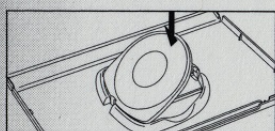
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Konami Digital Entertainment, Inc.

Attention: Customer Service-RMA # XXXX

2381 Rosecrans Ave, Suite 200

El Segundo, CA 90245

USA

CREDITS

ORIGINAL CONCEPT

Kevin Hendrikson

DIRECTOR SUPPORT

Nigel Fox

Glenn Brace

Rhys Cadle

Gwaredd Mountain

PRODUCTION ACCOUNTANTS

Russell Moss

Rachel Curtis

CLIMAX SUPPORT STAFF

Jim Clews

Craig Torode

Nikki Getzig

Emma Barratt

Jade West

Allison Saville

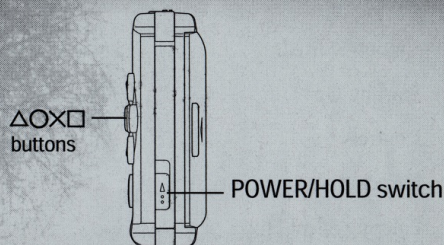
Jim Walker

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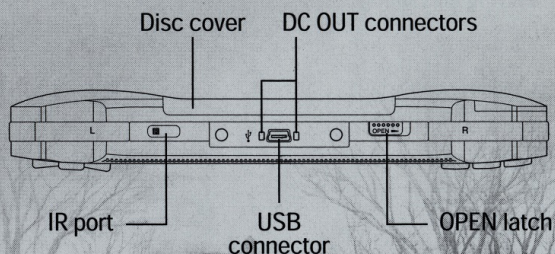
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. From the PSP handheld's home menu, select the Game icon and then the Silent Hill Origins icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CREDITS

CLIMAX STUDIOS LTD

EXECUTIVE PRODUCERS

Karl Jeffery
Simon Gardner

GAME DIRECTOR

Mark Simmons

WRITTEN AND DESIGNED BY

Sam Barlow
Lead Artist
Neale Williams

LEAD PROGRAMMER

Dave Owens

TECHNICAL LEAD

PROGRAMMER
James Sharman

CINEMATICS DIRECTOR AND

LEAD ANIMATOR
Bryan Rogers

LEAD LEVEL DESIGNER

Robert McLachlan

LEAD LEVEL ARTIST

Saul Marchese

LEAD SFX ARTIST

Paul Christey

OUTSOURCE MANAGER

Dee Doherty

GUI ARTIST

Ian Sutton

CHARACTER ARTISTS

Vanessa Wells
Elco Vossers

ENVIRONMENT ARTISTS

Andrew Forster
Robert Wilmot
Stephen Cooper
Baolong Zhang
Doug Townsley

SPECIAL EFFECTS ARTISTS

Aaron Miller

ANIMATORS

Nick Hodgson
Gianluca Fratellini
Vernon Victory
Stephen Bodle

PROGRAMMERS

Andrew Earle
Richard Nutman
Mike Burmester
Robert Macdonald

DESIGNERS

Kevin Clarke
Mark Diggles
Chris Green

AUDIO TECHNICIAN

Matt Simmonds

QUALITY ASSURANCE

Rob Shread

MARKETING ARTWORK

Richard Turner

ADDITIONAL ARTWORK

Dave Ramsbottom
Grant Arthur

ADDITIONAL ANIMATION

Steven Herft

CREDITS

KONAMI DIGITAL ENTERTAINMENT

CHAIRMAN AND CEO
Kazumi Kitaue

EXECUTIVE VICE PRESIDENT
Shinji Hirano

PRODUCTION

VICE PRESIDENT OF PRODUCTION
Brian Christian

PRODUCER
William Oertel

ASSOCIATE PRODUCER
Tomm Hulett

MANAGER OF PRODUCT SUPPORT
Ken Ogasawara

ASSISTANT MANAGER OF PRODUCT SUPPORT
Kensaku Nakata

QA LEAD
Pearl Lu

QA PROJECT LEAD
Carl Chen

QUALITY ASSURANCE BY
BABEL MEDIA

PUBLISHING

VP OF MARKETING
Anthony Crouts

VP OF OPERATIONS
Todd Koniares

DIRECTOR OF MARKETING
Rozita Tolouey

SENIOR PRODUCT MANAGER
Patrick Dillon

DIRECTOR OF SALES
Paula Cook

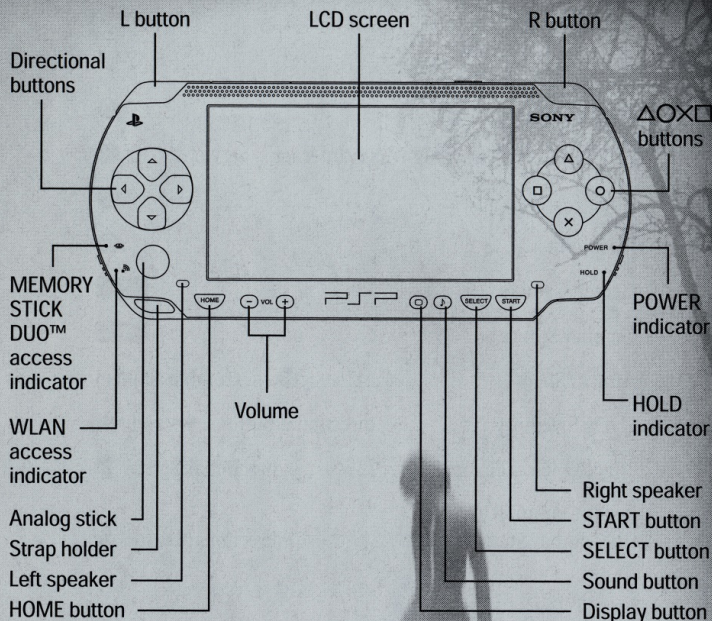
CUSTOMER SERVICE
Brandis Dutton

SPECIAL THANKS

Hans Joachim Amann, Yukako Hamaguchi, Kei Hiroki, Masahiro Ito, Simon Lai, Tonie Madrid, Charles Murakami, Kunio Neo, Patty, William and Dominique Oertel, Hiroyuki Owaku, Jason Ray, Aki Saito, Martin Schneider, Joe McGuffin, Nick Kononelos, Eric Kovats and the team at Technicolor, Sarah Simmons, Star Westbrook, Jean Millard, Kate Hughes, Angel Forster, James Forster, Sarah Hill, Chrissie Davies, Tereza Owens, Paris Owens, Pharrell Owens, Bump Owens, Madeleine Macphail, Andrea Steele Williams, Stewart Alves, Dave Bowman, Mike Oakley, Simon Cope, Stefan Vossers, Nicki Atwell, Tracy Rogers, Ella Rogers, Zachary Rogers, Karen Marchese, Daisy Hodgson, Linzie Walker, Lisa Barstow, Laura Doherty...and all fans of Silent Hill

STARTING UP

PSP® (PlayStation®Portable) system configuration



Navigate menu/Highlight menu item ←→↑↓

Select highlighted menu item ⊗

Previous screen/Return to Main Menu ⊙

CONTROLS

CHARACTER MOVEMENT AND ACTION

Move	analog stick
Open Inventory Screen	
Open Pause Menu	
Open Map	
Pick Up Items/Finishing Move/Interact	
Run	
Flashlight	
Center Camera	
Combat Stance	
Attack/Shoot	 (in Combat Stance)
Cycle Inventory	directional buttons  and 
Toggle Melee/Firearms	directional button 
Instant Equip/Reload (In Combat Stance)	directional button 

CHARACTERS

DAHLIA GILLESPIE



Dahlia is a devout, almost fanatical follower of the local religion. She has raised her daughter Alessa to do whatever is necessary for the good of the cult -- even if it means the ultimate sacrifice.

NURSE LISA GARLAND



Travis meets Lisa at Alchemilla Hospital, where she seems kind-hearted, flirtatious, and innocent. How long she can stay this way in the darkness of Silent Hill remains to be seen...

CHARACTERS



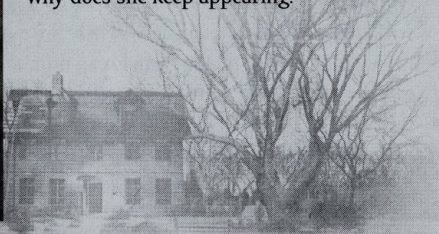
TRAVIS GRADY

Travis Grady is an ordinary trucker with a troubled past. His sleep is frequently interrupted by nightmares, though he can never remember exactly what they're about -- he only knows that they're terrifying and eerily familiar.



ALESSA

A mysterious girl who Travis saves from a fire. He's later told that she died, but... why does she keep appearing?



DR. KAUFMANN

Dr. Kaufmann is a cold and scientific man who works at Alchemilla Hospital. He's been seen around the local religious group, though it's not known if he's actually a member, or if he's merely observing the cult's behavior.

INTRODUCTION

THIS IS SILENT HILL

Travis Grady is alone in his solitary trucker lifestyle. He's content to live his life one mile at a time, making as few connections as possible. It's not that he doesn't have a personal history, but he'd much rather leave the past in his rearview mirror.

His latest delivery takes him past a sleepy northeastern town called Silent Hill. Suddenly, something runs across the road, and Travis is forced to swerve out of the way. Leaving his cab to investigate, he spots a young girl, who quickly runs away. Worried she might be hurt, Travis follows.

He comes to a flaming house on the outskirts of Silent Hill. A girl screams from somewhere in the fire, and Travis rushes inside to help. He fights through the flames, the black smoke burning in his lungs. He finds the girl, but eventually gives in to the strain and blacks out...

...He wakes up in Silent Hill.



ENTERING SILENT HILL



MAIN MENU

When the game boots up, you will be taken to the Main Menu. While at the Main Menu, use the analog stick or directional buttons

↑ and ↓ to highlight an

option, press ⊗ to select, and press ○ to go back to a higher set of options or the previous menu.

CONTINUE: Return to Silent Hill by loading the most recent saved game.

LOAD GAME: Load a previously saved game and continue your progress.

NEW GAME: Begin a new trip to Silent Hill.

TIPS: View 13 hints and tips on how to survive in *Silent Hill Origins*.

NEW GAME

At the Main Menu, select NEW GAME to send Travis into Silent Hill. After selecting NEW GAME, you'll be taken to an options screen. Use the directional buttons to select Yes or No for Subtitles, and press ⊗ to confirm. You may then select your Brightness settings and press ⊗ to confirm your choice. If you need to go back to a previous option, use the directional buttons to go up and down.

CONTINUE & LOAD GAME

At the Main Menu, select CONTINUE or LOAD GAME to access saved games. Press the analog stick or directional buttons ↑ and ↓ to cycle through the saved games, and then press ⊗ to confirm your choice to continue from a saved game. CONTINUE will automatically select the most recently saved game.

TIPS

Silent Hill Origins is a new entry in the Silent Hill saga and features a number of new gameplay innovations. The Tips menu will explain how the game is played for new players, or serve as a refresher to longtime fans.

PLAYING THE GAME

ITEMS

ITEMS

Items assist Travis in his quest through Silent Hill. Health Drinks refill health, while other items can be used during puzzles. Items that are needed for special situations or to unlock new features are key items.

Travis begins the game with his flashlight and radio. The flashlight provides a way for Travis to see the environment around him, and can be toggled via the ○ button. The radio doesn't seem to pick up anything but static. Whenever enemies get close, the static increases in volume, warning you of their proximity. The enemies cannot hear the radio, so turning it off would be extremely foolish.

WEAPONS

Travis needs weapons in order to survive in Silent Hill. When you see a potential weapon in the environment, press ⊗ to grab it or directional button ↓ to grab and immediately equip it. Travis can use boards, sticks, guns, or even televisions. There are a number of weapons throughout Silent Hill that Travis can utilize.

By pressing the ← or → directional buttons, Travis can quickly equip his available weapons from the inventory. Pressing ↑ on the directional buttons will toggle between melee and firearm weapons.

Be careful—weapons can break! Non-firearm weapons wear out over time. Each time you strike a monster with a weapon, it's closer to breaking. Guns need ammunition, and once you run out of ammo, the gun isn't much use. You can keep track of how broken your weapon is by pressing  to access the inventory menu and locating the weapon in your inventory.

PLAYING THE GAME

MIRRORS

As Travis begins his travels through the town, he'll quickly come to realize that there is another world festering below the surface of Silent Hill. While Travis is sometimes pulled into this world against his will, he can also enter and exit it willingly.

When you locate a mirror, face it and press **X** to touch it. Travis will reach out and the mirror will ripple. Reality will bend and warp around him, replacing the normal Silent Hill with the Other World. In order to return, he can simply repeat the process in reverse.

Some puzzles or areas can only be solved or traversed in the Other World, and vice versa. Seemingly mazelike corridors can turn into straightforward paths once Travis passes between worlds. Proper usage of mirrors will be required for Travis to make it out alive.

COMBAT

WEAPONS

Travis is not an expert fighter, but he is good enough to wrestle his way out of bad situations. He can use his fists, guns, or makeshift weapons that he finds around the environment. Press **R** to go into a combat stance. Once he's in that position, Travis will attack when you press **X**. If you press forward or hold **X** before you attack, you can execute another kind of attack. These attacks can cause extra damage, knock enemies down, or give you room to run and escape.

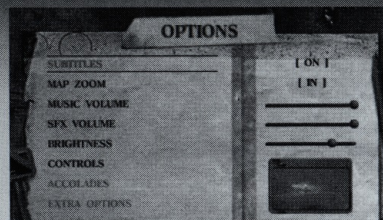
GRAPPLING

If an enemy gets too close, it may engage Travis in a grapple. The camera angle will change as the enemy attacks. Instead of going into the combat stance and attacking, you will have to defend yourself by following the instructions as they are displayed on-screen. Succeed, and Travis fends off the threat. Fail, and he takes damage.

FINISHING ENEMIES

After defeating an enemy, Travis should finish it off. This is done by approaching the fallen enemy and pressing the **X** button outside of the combat stance. If you fail to finish enemies off, they will get back up to attack you once again. If you can still hear static, there is still at least one enemy around. Be careful!

ENTERING SILENT HILL



OPTIONS

You can access the Options screen by bringing up the Inventory during the course of a normal game and selecting Options by pressing **X**. Highlight the option of your choice and then press the

directional buttons **←** and **→** to set the desired level. Press **○** to exit. Default settings are *bold*.

BRIGHTNESS: You can toggle different settings depending on your current lighting conditions.

SUBTITLES: Toggle on-screen subtitles on or off.

MAP ZOOM: Set map to automatically be zoomed *in* or out when activated.

MUSIC VOLUME: Adjust the volume of the music.

SFX VOLUME: Adjust the volume of the sound effects.

CONTROLS: View the control scheme.

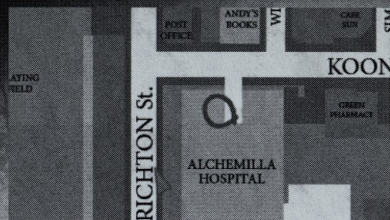
ACCOLADES: View the accolades that you have earned so far.

(Only accessible after completing the game at least once.)

EXTRA OPTIONS: Activate certain extra options after you beat the game.

(Only accessible after completing the game at least once.)

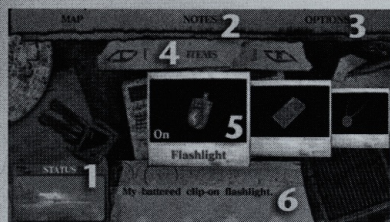
ESSENTIALS



USING YOUR MAP

The map (accessed by pressing **△**) is an essential tool for getting around the town of Silent Hill. As you find new areas, clues, items,

or objectives, Travis will mark them on his map so that he doesn't forget where they are. You can press **×** to zoom in and out. Use the map to plan your route around town, but be mindful of the fact that sometimes, things in Silent Hill are not what they seem. Obvious paths may be blocked or destroyed, forcing you to take a detour.



INVENTORY SCREEN

1. STATUS: Travis' health status is displayed here. When it is green, Travis is in perfect health. As it fades to red, Travis goes from

good health to poor, and eventually to death. The flashing of the status screen and the sound of Travis' beating heart help clue you into his health. It beats and flashes faster the lower his health gets.

2. NOTES: View the notes and clues you've collected during the game.
3. OPTIONS: Open the Options menu to adjust certain in-game settings.
4. INVENTORY MENU: Press **L** or **R** to cycle between Items, Supplies, Melee, and Firearms. If you have unlocked new costumes, they will be displayed on the inventory menu as well.
5. ITEM: You can cycle through your equipment and check its status here.
6. EXPLANATION: A brief sentence describing the currently shown item will be displayed.

PLAYING THE GAME



SAVING

You can interact with red symbols during the game in order to save your progress. Press **×** to interact with them, and then select a slot and press **×** again to save your game.

MOVEMENT

Control Travis using the analog stick. Travis usually walks at a normal pace, but pressing **□** will make him break into a run. Running makes more noise than walking, which can alert monsters to your location. However, if you're being attacked and are near death, running may be your best option.

Note: Travis cannot run forever! He has a stamina level that decreases as you fight and run. If you do too much, Travis will get tired. If you need a boost of stamina, try an Energy Drink or find somewhere to rest.

FLASHLIGHT

The flashlight allows Travis to see in the dark, but it can also show monsters exactly where he's standing. It's useful, and sometimes necessary, but be careful when you use it. If you're low on health and a monster spots you, it may be worth turning off the light with **○** and running away. At the same time, using the flashlight may be the only way to spot monsters without walking into them.

INTERACTION

A vital part of the Silent Hill experience is exploration and puzzle solving. Pressing **×** allows Travis to pick up key items, turn keys, open doors, and interact with the environment. Searching areas and finding all the items is fundamental to completing *Silent Hill Origins*. You will notice Travis turning his head to look at any objects or areas that can be interacted with.